

REMARKS

Reconsideration of the application is respectfully requested.

I. Status of the Claims:

Claims 1, 3-6, 9, 10, 11, 13-15 and 18-20 are in the application.

Claim 12 was previously canceled without prejudice or disclaimer.

Claims 2, 7, 8, 16 and 17 are cancelled without prejudice or disclaimer.

Claims 1 and 11 are amended. No new matter is added.

II. Rejections under 35 U.S.C. § 103

The rejection of claims 1, 3-5, 9-15, and 18-20 under 35 U.S.C. §103(a) as being unpatentable over Sparks (U.S. Patent No. 6,352,479) in view of Pearson (U.S. Patent No. 5,018,736) is traversed.

Amended claim 1 now recites, in combination,

A game system comprising:

a plurality of game machines; and
a server in communication with said game machines,
each of said game machines capable of playing different kinds of games from
each other,
one of said game machines each and said server comprises a converting
device for converting play-information indicating the contents of user's
playing in each game on each of said game machines into points in

In Applicant's invention, a server comprising a converting device is used for converting play-information for indicating the contents of a user's playing in each game on each of a plurality of game machines into points in accordance with the contents of the play-information, where the points have a trading value which are unified through the games. The server includes a point storage device for storing the points converted by the converting device plus an identification-information associating with the points which correspond with each other. A trading sending device trades the points stored in the point storage device for any one of a plurality of unique datas, each of which is used uniquely in any one of the games.

With the converting device, a user who played a certain game receives points according to the contents of the user's playing in the game. Then, with the trading device and a sending device, the user can obtain by using his/her points, the unique data for another game provided by the game system. Thus, the user can obtain the unique data of a game A by the contents of the user's playing in another game B via the points. The contents of playing in game B can influence the other game A.

Sparks discloses a game system where a user's personal data is stored in advance. At the moment when the user accesses a server, the server reviews the personal data of the user to display a list of available games as matched to the user (column 5, lines 5-28). Even if the points which corresponds to the personal data in Sparks and the unique data corresponds to the games to be listed for the user, Sparks neither discloses nor suggests that the private data is obtained by the contents of the user playing in a game. Sparks only discloses that the private data is obtained by inputting the user (column 4, lines 52-59). Sparks does not disclose that the contents of a user playing in one game can influence the other game. Clearly, Sparks does not disclose that the private data can be obtained by the contents of the user playing in a game.

Pearson discloses a game system where a user registers plural real sports-players to his/her own team roster (column 10, lines 15-43). The user can get some points according to the contents of the registered sports-players' playing in a real game (column 10, lines 56-61). In Pearson, the user can get some points according to the contents of the real players' playing in a real game. The user can trade a player registered in his/her team roster for another player. However, this trading is

not related to the points. The points in Pearson are not used for obtaining something, they are used only for determining a winner (column 3, lines 58-622). Person neither discloses nor suggests that the points can be traded for something that can be used in a game. Clearly, Person neither discloses nor suggests that a user playing in a one game can influence another game.

As note above, neither Sparks nor Pearson, either separately of combined, disclose or suggest the relationship between games provide by the game system and the points as is disclosed and claimed by the applicants.

Amended claim 1 clearly avoids the references by reciting the structure of:

“...a converting device for converting play-information indicating the contents of user’s playing in each game on each of said game machines into points in accordance with the contents of the play-information, the points having a trading value unified though the games...”

in combination with

“...a point storage device for storing the points converted by the converting device and the identification-information associating with the points so as to be corresponded with each other...”

and

“...a trading sending device for trading the points for any one of a plurality of unique datas, each of which is used uniquely in any one of the games...”.

Neither Sparks nor Pearson, either separately or combined, disclose or suggest the structure, and the function of the structure now positively recited in claim 1. Clearly, therefore, it is our understanding that claim 1 is in condition for allowance. Claims 3, 4, 5, 6, 9 and 10 depend from claim 1 and, therefore, are also in condition for allowance.

Amended claim, 11 includes the limitations of claim 1 as noted above and, therefore, for the reasons noted above, is considered to be in condition for allowance. Claims 13, 14, 15 and 18 depend from claim 11 and is also considered to be in condition for allowance.

Claim 19 recites the structure of: a sending device for sending common identification-information input by said input device and the read out individual identification-information to said server. With this feature, even though a player currently has his/her individual identification-information linking information about a certain game, if his/her individual identification-information is associated with the common identification-information, the points common through the games can be managed in association with the common identification-information without changing the already present identification information system.

Neither Sparks nor Pearson disclose nor suggest that a player has individual identification-information for each game and common identification-information common through all of the games. Sparks and Pearson are silent about applying the points to all of the games without changing the already existing identification-information system for each game. Therefore, it is our understanding that claim 19 avoids the referenced cited and is in condition for allowance. For

III. Rejections under 35 U.S.C. § 103

IV. Allowable Subject Matter

The applicants note with appreciation the Examiner's acknowledgment that claims 7, 8, 16 and 17 contain allowable subject matter. A Continuation application based of these claims has been filed in the U.S. Patent and Trademark Office and, therefore, claims 7, 8, 16 and 17 are being cancelled in this application.

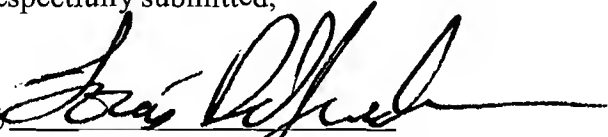
CONCLUSION

In view of the foregoing, each of the presently pending claims in this application is believed to be in immediate condition for allowance. Accordingly, the Examiner is respectfully requested to pass this application to issue.

The Examiner is respectfully requested to contact the undersigned at the telephone number indicated below if the Examiner believes any issue can be resolved through either a Supplemental Response or an Examiner's Amendment.

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Respectfully submitted,

By 

Louis J. DelJuidice

Registration No.: 47,522

DARBY & DARBY P.C.

P.O. Box 770

Church Street Station

New York, New York 10008-0770

(212) 527-7700

(212) 527-7701 (Fax)

Attorneys/Agents For Applicant